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Results **1 - 10** of about **58,800** for **virtual timer catch-up**. (**0.36** seconds)

1. [\[PDF\] Timekeeping in VMware \*\*Virtual\*\* Machines](#)

File Format: PDF/Adobe Acrobat - [View as HTML](#)

VMware products use a patent-pending technique to allow the many **timer** devices in a **virtual** machine to fall behind. real **time** and **catch up** as needed, ...

[www.vmware.com/pdf/vmware\\_timekeeping.pdf](http://www.vmware.com/pdf/vmware_timekeeping.pdf) - [Similar pages](#) - [Note this](#)

2. [\[PDF\] Improving Guest OS Accounting for Descheduled \*\*Virtual\*\* Machines in ...](#)

File Format: PDF/Adobe Acrobat

Improved guest operating system timekeeping with respect to real **time**. Running. VMDesched helps a **virtual** machine that has been descheduled **catch up** to real ...

[www.vmware.com/pdf/vi3\\_esx\\_vmdesched.pdf](http://www.vmware.com/pdf/vi3_esx_vmdesched.pdf) - [Similar pages](#) - [Note this](#)

3. [Controlling \*\*virtual time\*\* - Patent 20070033589](#)

A **catch-up** mode that runs a **virtual** programmable interrupt **timer** faster than a nominal rate to prevent **time** loss in a **virtual** machine can be implemented. ...

[www.freepatentsonline.com/y2007/0033589.html](http://www.freepatentsonline.com/y2007/0033589.html) - [Similar pages](#) - [Note this](#)

4. [Index: trunk/src/VBox/VMM/TMInternal.h ...](#)

(TMCLOCK\_VIRTUAL\_SYNC) \*/ - bool volatile fVirtualSyncTicking; + bool fVirtualSyncTicking; /\*\* **Virtual timer** synchronous **time catch-up** active. ...

[www.virtualbox.org/changeset/1/trunk/src/VBox/VMM/TMInternal.h?](http://www.virtualbox.org/changeset/1/trunk/src/VBox/VMM/TMInternal.h?format=diff&new=1)

format=diff&new=1 - 14k - [Cached](#) - [Similar pages](#) - [Note this](#)

5. [Changeset 2248 for trunk/src/VBox/VMM/TM.cpp - VirtualBox](#)

1256, \* current **virtual time**. This period might also need to be restricted by the **catch-up**. 1257, \* rate so frequent calls to this function won't accelerate ...

[virtual-box.org/changeset/2248/trunk/src/VBox/VMM/TM.cpp](http://virtual-box.org/changeset/2248/trunk/src/VBox/VMM/TM.cpp) - 93k

- [Cached](#) - [Similar pages](#) - [Note this](#)

6. Timekeeping - JumpBox VM is losing **time** at the rate of several ...

Feb 19, 2008 ... Because of the way that **timer** devices in a **virtual** machine may fall behind real **time** and then **catch up** later, standard clock synchronization ...

[www.jumpbox.com/node/1071](http://www.jumpbox.com/node/1071) - 20k - [Cached](#) - [Similar pages](#) - [Note this](#)

7. TorontoSun.com - Video Games - Sony playing **catch-up**

Sep 7, 2008 ... Sony and Nintendo are trying to **catch-up** with, respectively, the PlayStation Network and the **Virtual** Console. PSN has more momentum. ...

[www.torontosun.com/Entertainment/VideoGames/2008/09/07/6687556-sun.html](http://www.torontosun.com/Entertainment/VideoGames/2008/09/07/6687556-sun.html)  
- [Similar pages](#) - [Note this](#)

8. Trying to **Catch Up**: Duncan Hines - Choose me next **time** you need to ...

Mar 22, 2006 ... The next thing I know the **timer** says there is 1 minute 18 seconds left ... I'm sending you a bouquet of **virtual** daisies for heroic effort! ...

[bmiers.blogspot.com/2006/03/duncan-hines-choose-me-next-time-you.html](http://bmiers.blogspot.com/2006/03/duncan-hines-choose-me-next-time-you.html) - 52k  
- [Cached](#) - [Similar pages](#) - [Note this](#)

9. The Business of Software - VMWare VS **Virtual** PC

Nov 28, 2007 ... **virtual timer** interrupt only when some event occurs on the real processor that ... more opportunities to **catch up** if the guest falls behind. ...

[discuss.joelonsoftware.com/default.asp?biz.5.568704.21](http://discuss.joelonsoftware.com/default.asp?biz.5.568704.21) - 36k  
- [Cached](#) - [Similar pages](#) - [Note this](#)

10. [PDF] Integrated Real-**Time** Systems

File Format: PDF/Adobe Acrobat - [View as HTML](#)

SPark generates **virtual timer** for RTOSs. – Fast **Catch Up** ... environment for integrating critical real-**time** control systems. Journal of ...

[www.it.iitb.ac.in/~it606/slides07/SPark.pdf](http://www.it.iitb.ac.in/~it606/slides07/SPark.pdf) - [Similar pages](#) - [Note this](#)  
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Results **1 - 10** of about **308,000** for **virtual timer speed-up**. (0.33 seconds)

1. [Alarm - Egg Timer Speed Up Alarm](#)

Alarm Software - **timer** mp3 alarm clock copmputer alarm clock clock timezones clock  
ircas alarm ... **Speed Up Alarm** - Free MP3 Alarm Clock for your computer. ...  
[www.filesland.com/software/alarm-3.html](http://www.filesland.com/software/alarm-3.html) - 28k - [Cached](#) - [Similar pages](#) - [Note this](#)

2. [VMware Communities: Speed up virtual time on the guest OS ...](#)

How to **speed up virtual time** on the guest OS, say by a factor of 10 or so. Thus, each  
second of wall-clock **time** that elapsed causes 10 sec to appear to ...  
[communities.vmware.com/message/541119](http://communities.vmware.com/message/541119);  
[jsessionid=A5794363BF3BDFFB1D9C29EA5963DFD6](#) - 67k  
- [Cached](#) - [Similar pages](#) - [Note this](#)

3. [How to speed up start up of XP PC - Virtual Dr Forums-Computer ...](#)

Jul 7, 2003 ... How to **speed up** start up of XP PC Windows XP. ... You can increase/  
reduce the **timer** to what you want. If you want to bypass the countdown ...  
[discussions.virtualdr.com/showthread.php?t=141392](http://discussions.virtualdr.com/showthread.php?t=141392) - 91k  
- [Cached](#) - [Similar pages](#) - [Note this](#)

4. [Virtual Villagers® - FAQ](#)

In **Virtual Villagers** 1, children can be put on mushrooms around the village. .... While  
that sort of "**time** travel" is a popular way to **speed up** game play, ...  
[www.virtualvillagers.com/faq/index.html](http://www.virtualvillagers.com/faq/index.html) - 21k - [Cached](#) - [Similar pages](#) - [Note this](#)

5. [Virtual Villagers 2 Game Download - Bantam City Arcade](#)

In order to speed things up a bit, leave the game, then change the **time** on your  
computer ahead to several minutes or several hours or even days to **speed up** ...  
[www.bantamcity.com/arcade/game/Virtual\\_Villagers\\_2-785.php](http://www.bantamcity.com/arcade/game/Virtual_Villagers_2-785.php) - 53k  
- [Cached](#) - [Similar pages](#) - [Note this](#)

6. Download DiskBoost 1.0 Free Trial - **Speed up** disk operation with ...

Jul 8, 2008 ... **Speed up** hard drive operations with a **virtual** RAM disk! ... Multi-function graphic stopwatch/**timer**/clock/**time** logging program. **Virtual** Desk ...  
[www.soft32.com/download\\_\\_222638.html](http://www.soft32.com/download__222638.html) - 70k - [Cached](#) - [Similar pages](#) - [Note this](#)

7. Software Download: **Speed Up** Cable Internet

A zoomable and printable graph shows **time** and speed history, allowing you to ...  
Network **Virtual** Serial Ports Driver is an advanced utility, the purpose of ...  
[www.sharewareconnection.com/titles/speed-up-cable-internet1.htm](http://www.sharewareconnection.com/titles/speed-up-cable-internet1.htm) - 91k  
- [Cached](#) - [Similar pages](#) - [Note this](#)

8. **Speed Up** Modem Soft: Net Accelerator, Modem Optimizer, Turbo ...

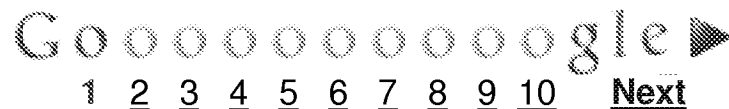
Connection Optimize the Internet Experience. **speed up** your Internet access up ...  
**Virtual** Modem PRO emulates **virtual** IP-modems with extended functionality ...  
[www.softplatz.com/software/speed-up-modem/](http://www.softplatz.com/software/speed-up-modem/) - 45k  
- [Cached](#) - [Similar pages](#) - [Note this](#)

9. Download DiskBoost 2.0 Free Trial - **Speed up** disk operation with a ...

Apr 11, 2008 ... DiskBoost **Speed up** disk operation with a secure **virtual** RAM disk. ...  
Meditation **Timer** for iPhone – Free for the First 5000 Customers ...  
[www.softpedia.com/get/System/Hard-Disk-Utils/DiskBoost.shtml](http://www.softpedia.com/get/System/Hard-Disk-Utils/DiskBoost.shtml) - 62k  
- [Cached](#) - [Similar pages](#) - [Note this](#)

10. **Speed Up** Windows 95 and 98

This doesn't happen with a fixed size swap file, which saves your poor old 486 some **time**. If you have 64mb or more of ram, then check 'Disable **virtual** ...  
[www.angelfire.com/la/freereports/speedupwindows.html](http://www.angelfire.com/la/freereports/speedupwindows.html) - 43k  
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Results **1 - 10** of about **409,000** for **emulat\* clocks order synch**. (0.32 seconds)

# 1. [Configuring a time source for the forest: Windows Time Service ...](#)

Configure the Windows Time service on the PDC **emulator** or other domain controller to **synchronize** with an external time server. Computer **clocks synchronize ...**

[technet.microsoft.com/en-us/library/cc784800.aspx](#) - 24k

- [Cached](#) - [Similar pages](#) - [Note this](#)

## 2. [Digital laser range finder \*\*emulator\*\* - Patent 5214483](#)

A digital laser range finder **emulator** receives N-bits of range-to-target a in ... Basing the **SYNC** PULSE on the (delayed) second **clock** pulse  $\phi$  2 insures that ...

[www.freepatentsonline.com/5214483.html](#) - [Similar pages](#) - [Note this](#)

by VP McDowell - 1993 - [Related articles](#) - [All 5 versions](#)

## 3. [Knowledge of clocking aids ASIC-\*\*emulator\*\* choice - 10/11/2001 - EDN](#)

Because the internal base **clock** does not **synchronize** any of the gates that **emulate** the user logic, this type of hybrid **emulator** exhibits the same ...

[www.edn.com/article/CA170220.html](#) - [Similar pages](#) - [Note this](#)

## 4. [SET ALL DOMAIN SERVERS ATO \*\*SYNC\*\* WITH EXTERNAL NTP \*\*CLOCK\*\* : ntp ...](#)

SET ALL DOMAIN SERVERS ATO **SYNC** WITH EXTERNAL NTP **CLOCK** ....

Computers choose a time source according to a specific **order** of preference. ...

[www.experts-exchange.com/OS/Microsoft\\_Operating\\_Systems/Server/2003\\_Server/Q\\_22511274.html](#) - 70k - [Cached](#) - [Similar pages](#) - [Note this](#)

## 5. [Synching to External Time Source](#)

Oct 5, 2006 ... and MacOS and we all need to **synchronize** to the same **clocks**, ...

This should be done on only the "PDC **Emulator**" Domain Controller (usually ...

[help.lockergnome.com/windows2/Synching-External-Time-Source-ftopict474849.html](#)

- 63k - [Cached](#) - [Similar pages](#) - [Note this](#)

6. [\[PDF\] TMS320C6000 McBSP Interface to an ST-BUS Device \(Rev. B\)](#)

File Format: PDF/Adobe Acrobat - [View as HTML](#)

ST-BUS **Emulator** and McBSP. McBSP0 is configured as the ST-BUS transmitter (master), which provides the frame **sync** and. data. The ST-BUS **clock** in this ...  
[focus.ti.com.cn/cn/lit/an/spra511b/spra511b.pdf](#) - [Similar pages](#) - [Note this](#)

7. [802.1as \*\*sync\*\* \[was: Re: \[AVT\] Layer 2 synchronization and \*\*clock\*\*\]](#)

Oct 31, 2006 ... Using IEEE-1588, you can **synchronize** a network of **clocks** very rapidly. ... 802.1 should not be trying to **emulate** it in a home environment. ...  
[www.ietf.org/mail-archive/web/avt/current/msg07416.html](#) - 12k  
- [Cached](#) - [Similar pages](#) - [Note this](#)

8. [IEEE 1588 Precision Timing Protocol \(PTP\)](#)

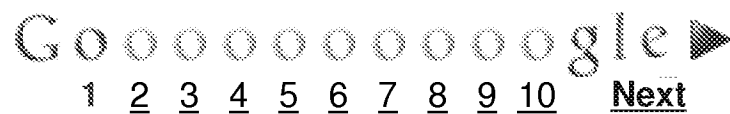
In **order** to estimate and mitigate operating system latency, the master **clock** periodically sends a **sync** message based on its local **clock** to a slave **clock** on ...  
[www.eepn.com/locator/products/ArticleID/34270/34270.html](#) - 54k  
- [Cached](#) - [Similar pages](#) - [Note this](#)

9. [Emulation of a high-speed, high-stability \*\*clock\*\* - US Patent 7188060](#)

3 is a flowchart of an example process implemented by a **clock emulator** control thread; ... then read again and saved as the **sync**-PIC value (step 216). ...  
[www.patentstorm.us/patents/7188060/description.html](#) - [Similar pages](#) - [Note this](#)

10. [MIDI converter for Roland TR-606 TR-808 TB-303 Juno-60 SH-101 Moog ...](#)

MIDI **sync** arpeggiator for Korg Polysix Monopoly Juno 6/60 ... You may have to insert MIDI synchronization (MIDI **clocks** or Time Code) into a performance ...  
[www.dinsync.com/](#) - 21k - [Cached](#) - [Similar pages](#) - [Note this](#)



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